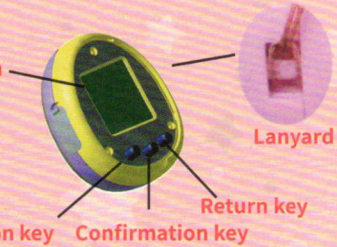
Description of Pperation Keys



- Left key / Selection key:Move and perform the selective operation.
- Middle key / Confirmation key:Enter into the current menu operation.
- Right key / Return key:Undo, exit the current menu operation.

back

Right side

M&D®

QPET 超级宠物机 2代

QPET PET MACHINE INSTRUCTIONS

Part I. Description of Pperation Keys

1. In the status of "Standby."(Black screen), press any button of left, middle and right to enter the “Menu (Indoors)" interface displays (Pets are moving in the living room).

2. In the displa of “Menu (Indoors)" interface, press “OK” to enter the “Menu(Outdoors)" interface for display. Weather and time zone are shown here.

3. No matter in the "Menu"(Indoors)” interface or “Menu (Outdoors)" interface, you can press the" OK "button to do the selective operation for each menu.

4. In the “Menu (Outdoors)” interface, click “OK” to enter the “Calendar (Month / Day and Yime)" mode for display, in which the time (Hour / Minute / Second) has two modes for 12/24 hours.

5. From 9pm to 7am is the the time for pet to "Sleep", you can't do operations.

6. Automatically enter the "Standby"(Black screen) status if stopping for 1 minute without any operation on any displaying interface.

◆ Special tips: Every time enter the "Standby." (Black screen) status, the machine will automatically save the current game data.

7. Press and hold the "Confirm" button for 3 seconds, and access to “Mute” mode after hearing the sound of "Drop";If you want to restore the sound, press the middle "Confirm" button for 3 seconds, and the sound will restore after hearing the sound "Drop".

Part II. Initial Settings of Games

8. Now, let's turn on and access to the game's initial design steps: the color screen appears the starting animation of "Dreamdragon Game LOGO"

The sequence of operations are as follows:

Choose to set up the game's initial language: Chinese / English

Set the game initial selection of pet: Choose one of the six girl or six boy

Set up the initial game: Date and time

Set the initial pet name of game: 6 English Letters

Set the game's initial gender of pet: Male / Female

Set the date of birth of the game's initial pet: Month / day

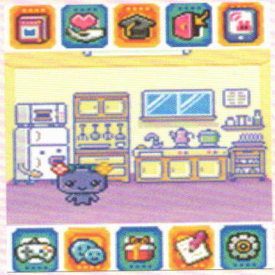
◆Special tips: During the initial design and power failure reset, keep the setting of "Date and Time" in line with the actual date and time to ensure that the age of pet is consistent with the game schedule!

Pet birth and growth: After completing the initial design steps of the game, the screen displays access to "Menu (Indoors)" interface, where a colorful pet egg appears, shakes twice, the shell splits and disappears, and a pet" Baby "is hatched. (Spherical) shape, the pet cultivation is officially started!

If the initial choice is a male pet, the male will always grow from a baby to a toddler (random one of 3), to adolescent (random one of 4), adult (initial selected shape), and old age (random one of 2)). The same is true for the initial selection if it is female, and it grows according to the female age. Until the blind date or marriage gives birth to the next generation, the next generation of pets has a random sex.

Part III. Menu Function and Playing Method

Status Care Education Outdoor Contact



Game Social Box Record Set

I. Status menu:

Pet status

1. **Hunger:**The full picture of hunger is expressed in six bowls of rice.
   Increase: Supplement hunger through staple food, free food can only add up to 2 bowls of rice, and need to pay food if continuing to fill.

   Reduction: One bowl of rice is reduced every 30 minutes in early childhood, and one bowl of rice is reduced every 2 hours in adult.
2. **Happiness:** The full happinessl picture is represented by eight squares of color.

   Increase happiness: Supplement happiness by eating desserts, going to amusement parks, and travelling. The free desserts can only be added up to 2 boxes, need to pay for desserts if continuing to fill up.

   Reduce happiness: Reduction once in early childhood every 30 minutes (One case), reduce onece every 2 hours in adult(One case). The level of happiness in the state of illness is directly reduced to zero.

3. **The gold coin is made up of two pieces:** Gold coins can be used for a variety of in-game consumption, such as the purchase of goods, house decoration, donations.
   You can get gold coins through working, pawning crops, playing games;

Cautions

1. If there is any normal fault, please try restarting the game console to recover.

2. Contains small parts, not suitable for children under 3 years old.

3. Please pack the plastic packaging and other accessories in time to avoid suffocation or other accidents caused by children playing.

4. This product contains small accessories, please do not put it in your mouth to avoid accidental swallowing, and please keep away from fire.

5. This product is a rechargeable product. In order to ensure the life of the lithium battery, please use a USB charger to charge it properly. Do not use a fast charging version of the charging head to avoid failure.

6. The outer package and instructions contain important

Pet information

4. Name selection of 6 uppercase English letters
5. Edication degree Kindergarten / primary / secondary / university / doctorate
6. Age
7. Title can be obtained through Red Cross donation
8. Gender male / female, game initial selection design
9. The number of generations will display "2" after the generation of marriage and the birth of the next generation.

II. Feeding menu:

The “Call” menu shows that it's time to eat!You can choose between "snacks" and "staple foods" to feed your pet.

◆ **Special tips: Pets will get sick when they are being under hungry status for 24 hours without feeding, or starve to die if they are too hungry.**

1. **Staple food:**Rice ball(can be used all the time), Sandwich, kebab, egg fried rice, bagels,fish,lobster.

(There are only the first three if being under the original state, and the other needs to be bought in the "vegetable market")

2. **Snacks:**Banana(can be used all the time), Gum, wine, orange juice, popsicle, cotton candy ,apple,watermelon,chili pepper.

(There are only the first three if being under the original state, and the other needs to be bought in the "vegetable market")

Care / call

Normally the selection menu is the care menu icon.

When the pet has a special condition, the location is displayed as a call icon.

call:

When the pet is in a state, the call icon lights up, prompting the player to take action.

1. Pet hungry: will call the owner (pet keeps mouth open).

When the hunger level is 0, the "Call" menu is displayed, and the

screen displays "It's time to eat!"
2. Pet excretion: If you are in a bad mood, it will be very depressed and uncomfortable (pets turn around and sigh! Excrements appear at the bottom right of the screen).
3. Pet is sick: "Pet is sick" appears on the screen (the screen screen is grayed out).
4. The pet is seriously ill: "Pet is sick" appears on the screen (the screen screen is grayed out, and the "skull" logo appears on the top right of the screen).
5. If you eat 3 times of marshmallows in total, a "toothache" screen will appear. Pet toothache is also sick, and it really hurts. Hurry up and cure!

III. Toilet menu:

When the pet appears, "I can't hold it!", you can enter the menu, it will appear the image of"Sit on toilet in bathroom".

There are two ways to clean a pet:Go into the bathroom and sit on the toilet for poop, or clean the poop in living room.

Take your pet to the toilet in time to develop a clean and lovely pet.

Taking a bath: your body is clean / not clean. In both cases, the middle button enters the menu.
1. Take a clean body shower, bubble-free shower animation, happy animation, and then automatically return to the main menu;

2. The body is not clean and bathing, there is a bubble bath animation, the pet is happy, and then automatically returns to the main menu. Taking a bath once a day can make your pet's happiness.

IV. Going-out menu:

Go out menu: employment agency / worker / grocery market / grocery store / pawn shop / decoration shop, you can enter the menu when you are not sleeping.
Enter key to enter the menu, broadcast the pet "walking / driving" out animation, pop out 6 grid menu icons, left-click to select the pop-up window to display the subtitle "employee office / worker / grocery market / grocery store / pawn shop / decoration shop" First, press the middle button to enter the sub-menu, and right-click to return to the main menu.
1. Employment agency: Pets need to pass the interview assessment of the employment agency before joining the job. The interview may or may not be successful. The occupations that can be interviewed are subject to academic qualifications.
When pet education improves and new job interviews appear, old jobs will no longer appear.
Only by passing the interview job project can pets choose the profession to earn money in the part-time job.
Jobs for interview recruitment include: construction worker / courier / salesman / waiter / programmer / doctor / CEO / scientist

1. **Games** (3 small games) Help pets make money by playing games

◆Move the basket and catch the falling apples (Don' t catch a venomous snake, and stop after catching fifty apples). The gold coin can be rewarded basing on the score obtained.

◆Memory game:(at a certain time) Remember the open cards, and then choose the same cards to open in turn. The gold coin can be rewarded according to the score obtained.

◆Balloon shooting:Shoot the opposite balloons to reward gold coin, shoot the purple black balloon in the middle and the game is OVER.

◆Lottery station: Randomly participate in the lottery lottery. Each item has a winning rate of only 3%. Once you win, you will have the chance to win thousands of thousands of yuan. You cannot enter the menu when the happy value is 0. (Menu is gray)
Left-click to select "Lottery Station" in the pop-up window, confirm it with the middle button, and enter the lottery station counter. The staff will receive the animation, randomly broadcast the lottery item and pop the deduction of the gold coin "$ -2 / $-5 / $-10". Win the winning result.
When the cash on your body is less than $ 10, the menu is grayed out, click invalid, and play an invalid tone

2. **Schools:**By going to school, you can get a "Degree", which will be helpful for the work career of pets in the future.You can go to school from the age of 0, and get a corresponding education according to the number of times you go to school: Kindergarten / primary school / secondary school / university / doctorate;You can't go to school at the age of 4 or older.

3. **Work:**Pets can go out to work at the age of 4 to make money.Pet' s work is related to the academic qualifications, move bricks if academic qualification is low , work in office if academic qualification is high;Starting to work for making money at the age of 4. You can't work over the age of 11.

During the part-time job, play the corresponding part-time animation and get gold coins. After the pop-up window displays the corresponding amount of remuneration available, you will automatically exit the menu and press the right button to return to the previous menu.
What kind of occupation is successful in the employment agency interview, and what kind of occupation can be selected when working.

4. **Vegetable markets:**Buy vegetables in a vegetable market with gold coins.There are sandwiches, buns, egg fried rice, lobster, small cage buns, fish, gum, wine, orange juice, tea, popsicle, cotton candy, apple, watermelon, chili, over 15 food options.

5. **General stores:**A grocery store where you can buy plant seeds and plant supplies with gold coins, and pawn by growing crops is a quick way to make money for pets to learn how to run them and have lots of fun.

6. **Pawnshops:**You can pawn all the crops you grow in exchange for twice as much gold as you can buy seeds.Let the pet experience harvest achievements!

7. **Decoration shops:**Spend money on the decoration of living room, kitchen, bathroom, bathroom, there are four grades of decoration options including simple, ordinary, advanced, luxury. Let your pet enjoy a luxurious life!

8. **Parks:**Take pets to the park, randomly play with other pets "seesaw", "big turntable", "top ball", can improve the happy value of pets.If there is no one in the park, the pet will not be happy!

9. **Amusement park:** Often take pets to playgrounds to play "pirate ship", "haunted house", "bumper car", which can also improve the happy value of pets.

10. **Cinemas:**If you take a pet to watch a Hollywood 3D movie in the United States, you can increase the value of the pet's happiness. Pets will become the protagonists in the film to fight monsters, win the applause of the audience!

11. **Travel agencies:**Take your pet travel around the world. Pet's mood must be beautiful!

Transportation tools can be selected randomly from taking bus, high-speed rail, aircraft, cruise ships, and the tourism spots include China, Egypt, the United States, Paris, Sydney, places of interest of all places.

12. **ICRC:**Donate money to the Red Cross to help others.Make your pet full of love!

The accumulated amount of money will be awarded the corresponding title of "good people, good people, benevolence, homestead benevolence".

13. **Car shops:** Buy a car for your pet, go out to drive for a ride, and also enhance the good feeling from opposite gender! Buy the van, car, off-road vehicle, sports car, each car can be used 30 times, need to re-purchase after using out.

14. **Marriage agencies:**When your pet is 4 years old or older, you can go for dating with a heterosexual pet. If the pet's happiness is high, it will improve the sensibility of the pet your pet is dating with. (A car can greatly improve the good feeling).

Press the middle key to enter, plan the dialogue animation, and then select whether going for a blind dating in the menu, the left button selects (Y or N) and return by N pressing the middle key and Y press the middle key to enter start a blind date. Marriage animation is played when the blind date is successful, a new generation of baby is coming after the emergence of animation; the occurrence of baby playing with their parents animation is played, parents left baby that animation, start a new generation.

The next generation can inherit:The remaining gold coins, donation titles, planted goods, decorated houses and so on from the death of last generation.

V. Communication menu:

Visit / friend / red envelope, you can enter the menu when you are not sleeping.
You can connect with another pet machine, visit friends, make friends, and send red envelopes. Press the left button to cycle through the pop-up window "Visit / Friends / Red envelope", press the middle button to enter, and the two screens will display "waiting for communication". Successfully connected, right click to return.

◆ Special Note:

When using the "Communication" function, it is best to keep the two pet machines within a distance of 3 meters.

1. Visit: Connect with any other pet machine, you can visit and interact with the game, and the screens of “Play Toys”, “Tug of War” and “Send Gifts” will appear randomly. After that, the happiness value of both sides is +1, and the limit is 5 times a day. If the pet's current happiness value is full, the happiness value obtained at this time refreshes the countdown time.

2. Dating: Pets must be 3 years old to enter the "Mating Dating" menu. At the age of 0-2, an error screen appears after entering the menu.
For the purpose of getting married, online with other heterosexual pets, making love, and making friends. When the friends are successful, the "kiss" indication and "flower delivery" courtship screen will appear. Pets on both sides are 4 years of age or older, and the Dating Newsletter will be married 5 times, and a wedding ceremony will be held. Both sides generate the next generation.
You can find information about friends of the opposite sex in "Record" after making friends successfully.

◆ Special Note:

Only male and female communication, not male or female communication (dating with friends of the same sex, an error message will appear)

Each time you meet, add 1 point of favorability.
The pets are under 4 years of age, and the marriage reminder screen will not appear when they are full of favor. After 4 years of age, the favorability is full, and a prompt screen appears, prompting the player to give birth to the next generation.
If you choose to give birth to the next generation, immediately play the wedding animation.
If you choose not to get married. Then the next time the same pet makes friends again, the prompt interface for whether to give birth to the next generation will continue to pop up.

3.Red envelopes / receives red envelopes

Red envelopes:
0-2 years old menu is grayed out, click is invalid. Beginning at the age of 3, the menu becomes selectable.
Select the amount of the red envelope: $ 50 / $ 100 / $ 200, the middle button is OK, the sender appears to issue a red envelope, and the issuer's gold coins are reduced by $ -50 / $-100 / $-200.

Receive a red envelope:
There is no age limit for the red envelope menu. The receiving party opened the red envelope animation, and the receiving party 's gold coins increased by $ + 50 / $ + 100 / $ + 200.

VI. Hospital menu:

When "Pets get sick" under the "Normal" picture, they have to go to the hospital.You can choose "traditional Chinese medicine" medicine cupping, or "western medicine" injection treatment.
No disease : No access to the menu
Minor diseases: Enter menu operation, select TCM
Serious illness: Enter menu operation, TCM + Western medicine, it will become a minor disease after treatment once, need to be treated again

VII. Box menu:

Daily necessities: It is used to store 10 plant seeds and planting supplier etc.bought from the grocery stores. Grow crops and then pawn money so that pets learn a way to run and make money quickly.

Commodities: Crops will be stored here after harvest, the 11 different crops can be pawned for different amounts of gold coins.

In the case of insufficient money, the hospital menu is grayed out, clicking invalid, and playing an invalid sound.
Minor illness: Enter the menu operation, select TCM, play the "Traditional Chinese Medicine" medicine pot animation, and then automatically return to the previous menu
Severe illness: Enter the menu operation, select Chinese medicine + Western medicine in order, once the treatment becomes a minor disease, you need to treat again.
After 24 hours of serious illness, the pet died.
The death process is consistent with natural death, and there is no increase in algebra after death.
If you eat marshmallows 3 times in total, a "toothache" screen will appear. Toothache does not turn into a serious illness.
Dental disease: Enter the menu operation, select Western medicine, play the "Western medicine" injection animation, and then automatically return to the previous menu. If you choose

Chinese medicine, you will not recover after taking medicine. When the ill state, only 5 menus can be operated: care, state, game center, red envelope, pawnshop. No other menus or backyards can be entered, click to appear, shake your head animation.

VIII. Bathing menu:

Pets who don't love hygiene are not desirable, remember to bathe regularly!

IX. Record menu:

You can check the records of visiting friends, as well as photos of your ancestors.

Friends Records: Record on successfully making friends with the opposite gender, you can query friends map "love index.". When viewing a friend record, press OK and it will appear:Do you want to delete the record? Yes/No.

Records of ancestors: You can look up the "drawing of ancestors", (Press middle key) you can worship your ancestors.

X. Calling menu:

When the menu is lightenedt, which indicates the pet has situations. Make urgent calling, the owner is needed! You can enter the menu when being under the non-sleeping status.

1. **Pet hunger:**If the hunger is 0, "Calling" menu shows and the screen appears "Time to eat"!"
2. **Pet excretion:**If your pet is in a bad mood, it will be very depressed and miserable. (PET turns back, sigh! Excreta appears in the lower right of the screen)
3. **Pet illness:**If the picture shows "Pet is sick." (the screen is changing gray).

   Pet illness:If the picture shows "Pet is sick." (the screen is changing gray, the sign of "skull" appears on the top right of screen.)

Special Reminder:
Pets are seriously ill for 48 hours without treatment and will die!